

# Delta Force Manual Addendum



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The printed manual contains all essential information about setting up and playing Delta Force. This supplemental manual expands on the information provided therein. In addition, the NovaLogic web site will have further detail on NovaWorld's Online games. [www.NovaLogic.com](http://www.NovaLogic.com)

## ADDITIONAL SETTINGS

**Turbo:** Turning turbo "on" will increase the frame rate of the game at the expense of a slight degradation in terrain detail. If your screen seems like it is having trouble keeping up with game, you should use this setting.

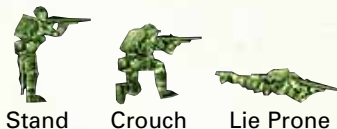
## DEFAULT MESSAGE MACROS

The game provides you with some preprogrammed messages that you can send by pressing the **T** key followed by **F1-F10**. Add additional text, if desired, then press the **Enter** key to send the message. In the Settings Menu, you can change any of these default messages.

- F1** The package is secure.
- F2** Prepare to assault on my mark.
- F3** Snipers take the higher ground.
- F4** Gunners go for the flags.
- F5** Guard the base.
- F6** I need backup now!
- F7** Mess with the best, Die like the rest!
- F8** You don't want none of this!
- F9** Is that all you got!
- F10** Son, It's gonna be a long day!

**5. Situational Icon**

A profile of your soldier appears at the top of the screen to help quickly identify your body position.



Stand Crouch Lie Prone

**6. Compass Heading**

The dial indicates the cardinal direction that you are currently facing. The color of the center dot represents your team side. The direction of your next waypoint is connoted by a green dot. In a Capture The Flag game, the direction of the your flag bay appears as a team colored dot.

**1. Health Bar**

If you have the Player Health Setting on "Easy", your current health will be represented by this bar.

**2. Current Weapon Selected**

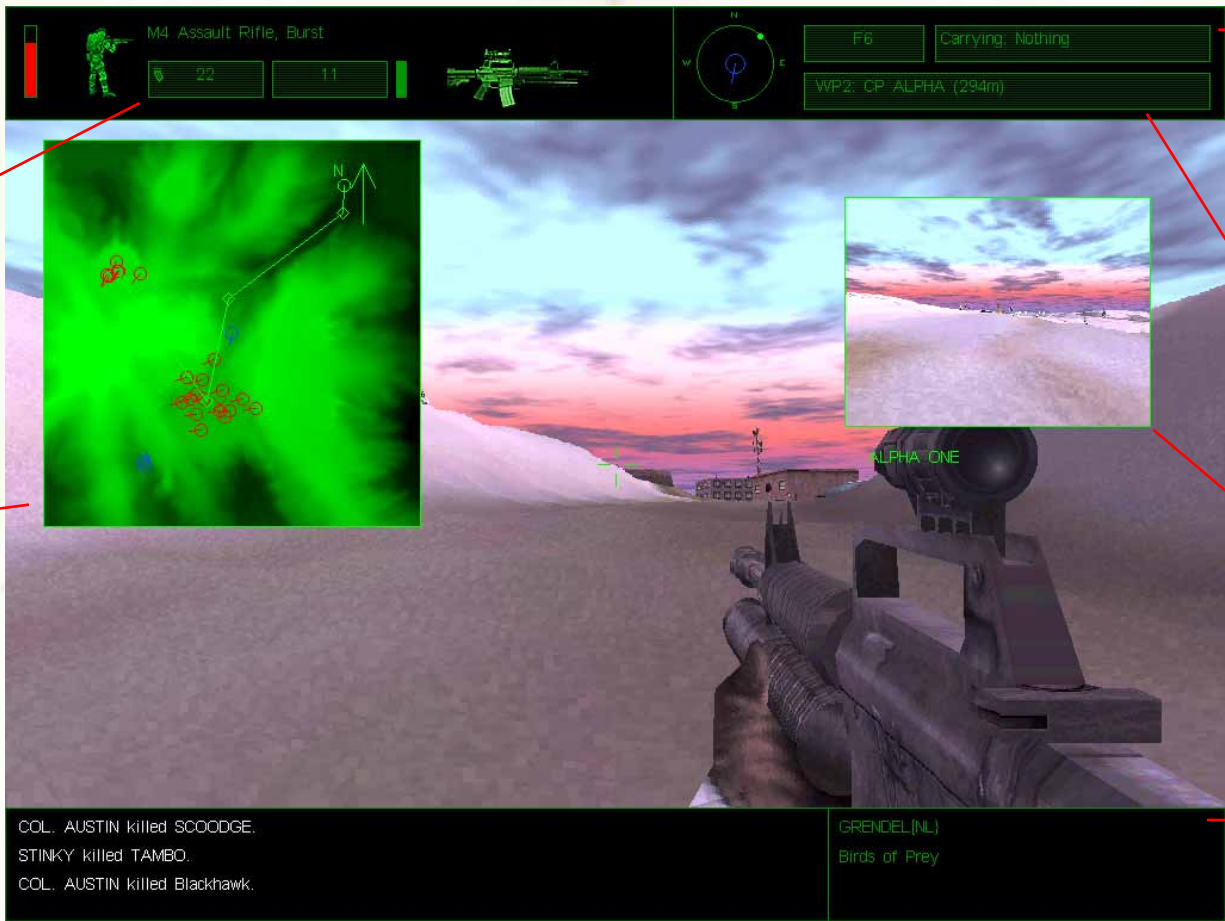
This section displays the weapon that your are holding, the firing mode that it is in, the number of magazines, and number of rounds you have remaining in the current magazine. The box to the right of the magazines is filled in when you have a round in the chamber.

**3. GPS Map**

Press F9 (color map) or F10 (contour map) to bring up your Global Positioning Satellite overhead map.

**4. Information Link**

Important information, such as current mission orders and status of your squad, will be transmitted over your radio. Text sent from other players in a multiplayer game will appear here as well.



**7. Grid Coordinates/Items**

The left hand box shows your current grid location as seen on your Command Map (C key). Any mission item you pick up is listed in the right hand box. Drop this item by pressing the D key.

**8. Waypoint Indicator**

This box indicates the code name and distance in meters to your next waypoint (a predetermined location given to you during the mission briefing).

**9. Forward Observer Camera**

Press F9 to bring up your Forward Observer view. You can cycle through your view and that of your teammates with the TAB key.

**10. Mission Information**

This area details the name of your Delta Force Operative, the current mission and a mission timer (if appropriate to the mission type).

## ADDITIONAL KEYBOARD COMMANDS

- C** This key brings up the full screen Command Map. Grid coordinates overlay the terrain, shows way points, lines to waypoints, and all other pertinent information known to the player.
- F** This key toggles Friendly Tags on/off. This allows you to quickly see which people on the battlefield are your teammates.
- G** This is a line-by-line listing of the Mission goals which must be accomplished in order to achieve mission success, as well as any "don't do" items which will result in mission failure. As goals are accomplished, the appropriate lines will change color.
- O** This key brings up an in-game window showing the complete single player/cooperative mission orders.
- Q** For Capture the Flag games only, this key will cycle only through the flags that you need to pick up. Whereas the "W" key still cycles through all flags and flag bays, including your own.
- R** This key will bring up a list of recent messages.

## ADDITIONAL HOSTING OPTIONS

### **Allow Friendly Fire:**

You have the option of making your teammates invulnerable to your weapons by turning Allow Friendly Fire "off"

### **Allow Team Tags:**

Your teammates names, or "tags", will appear when you put your crosshairs over them when you have this option set to "On". Select "Off" to turn off all of the names. You can also toggle this feature in the game by pressing the **F** key.

\*NOTE: Although listed in the printed manual, **Ammo Respawn** and **Time Out Box** are no longer valid options.

## MULTIPLAYER GAMES

What follows is some additional information on multi-player game types. NovaWorld has unique game levels designed for a higher number of players (Visit the NovaWorld site for more details).



### **Cooperative:**

In this game, you replay Single Player missions where your computer-controlled squadmates are replaced with human players. This gives you the opportunity to practice real team tactics against familiar situations. Most Delta Force training at Fort Bragg involves working with a team to overcome simulated terrorist attacks. Play the same scenario multiple times to see how different team strategies work.

Note that you can play any mission as cooperative regardless of whether you have gotten to it in single player mode or not. However, in cooperative play the mission will be harder than the single player version to compensate for additional human players.

Generally this means an increase in the number of enemies encountered.



**Deathmatch:**

All players are competing against each other to gain the high score by eliminating the most opponents. The person with the highest kills isn't necessarily the best. Delta Force has little interest in an operative that loses his own life recklessly. Highest score is determined by:

Kill Friendly	-4
Kill yourself	-1
Killed by opponent	0
Kill opponent	+1
Kill opponent with a head shot	+2
Kill opponent using only a knife	+3

**Team Deathmatch:**

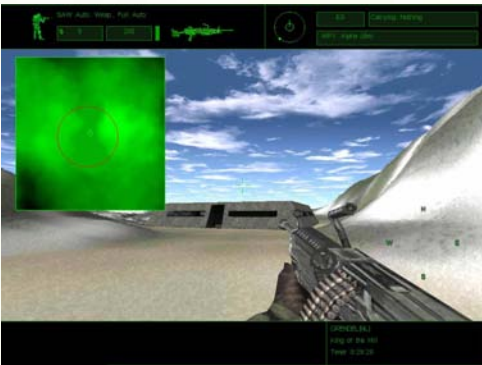
Players are put on the Blue team or the Red Team. Get your squad in line or they may cost your side points. Be careful not to shoot your own teammates. Scoring is the same, but only the team total points is displayed.

**King of the Hill:**

In this scenario, players win by occupying a certain area for a specific duration of time (set by the game host). The hot zone shows up as a red circle on your GPS map. Although your time in the zone is cumulative, leaving the hot zone will cause your timer to start to count backwards. (Note, this rule has changed from the printed manual). The size and number of hot zones will vary depending on which map the host chooses.

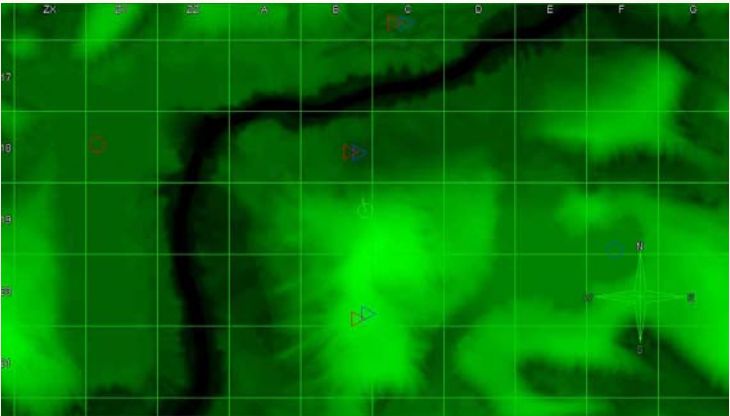
**Team King of the Hill:**

As per King of the Hill, but your time gets added to that of your team. Look for the Friendly Fire Warning "X" so that you don't kill one of your own teammates.



**Capture the Flag:**

Flags are represented by a triangle symbol on the GPS and Command map. You are part of the red team or the blue team and your objective is to grab the other team's flag by running over it and return it to your team's Flag Bay (represented by a colored circle). At the same time, you need to defend your own flags from your opponents. Some variations have multiple flags that must be retrieved. The waypoint indicator will help guide you to the flags and back to your flag bay.



Esc

1st PERSON  
POV  
F2

1st PERSON  
GUN  
ON/OFF  
F4

CROSS  
HAIRS  
ON/OFF  
F3

1st  
PERSON  
POV  
F2

3rd  
PERSON  
EXTERNAL  
VIEW  
F5

3rd  
PERSON  
FIXED  
ANGLE  
VIEW  
F6

3rd  
PERSON  
FIXED  
LOCATION  
VIEW  
F7

PICTURE  
IN  
PICTURE  
F8

FORWARD  
OBSERVER  
VIEW  
F9

GPS  
COLOR  
MAP  
F10

GPS  
CONTOUR  
MAP  
F11

LETTER  
BOX  
ON/OFF  
F12

WINDOW  
FULLSCREEN

Print Scrn

Scroll Lock

PAUSE  
Pause

KNIFE  
SIDEARM  
PRIMARY WEAPON  
SECONDARY WEAPON  
FRAG  
GRENADE  
LASER  
DESIGNATOR  
CYCLE  
WEAPONS

Mode ONE  
3

Mode TWO  
4

Mode THREE  
5

Mode ONE  
6

Mode TWO  
7

Mode THREE  
8

MAP  
ZOOM IN  
-

MAP  
ZOOM OUT  
+

Cycle Forward Observers Cam  
Tab

Cycle Flags  
Q

Cycle Waypoint  
W

Recent Messages  
R

Talk  
T

Team Talk  
Y

Mission Orders  
O

CAM UP  
P

ZOOM CAM IN  
[

ZOOM CAM OUT  
]

Caps Lock

AUDIO  
COMMAND  
A

TOGGLE  
SCOPE  
S

DROP  
ITEMS  
D

FRIENDLY  
TAGS  
F

MISSION  
GOALS  
G

KILLS/PLYRS  
LIST  
K

CAM LEFT  
←  
L

CAM RIGHT  
→  
;

Enter

WALK  
Shift

COMMAND  
MAP  
C

CYCLE VIDEO  
RESOLUTION  
V

BINOCULARS  
MODE  
B

CHANGE  
MAGAZINE  
M

CAM DOWN  
↓  
.

WALK  
Shift

SHOOT  
Ctrl

Alt

Space

JUMP

Alt

SHOOT  
Ctrl

Insert

MPG HOST  
SCREEN  
Home

Page Up

STAND  
Delete

CROUCH  
End

PRONE  
Page Down

MOVE  
FWD  
↑

STRAFE  
LEFT  
←

BACK  
UP  
↓

STRAFE  
RIGHT  
→

Num Lock

/

\*

-

7

LOOK  
UP  
8

9

TURN  
LEFT  
4

LOOK  
LEVEL  
5

TURN  
RIGHT  
6

+

1

LOOK  
DOWN  
2

3

0

Del

Enter